

**Amendments to the Specification:**

Please amend paragraph [0006] as follows:

[0006] Another rendering process utilizes a splat hierarchy. A splat is a computer-generated disk having a radius, center and normal unit vector, such that [[a]] solid model surfaces may be collectively represented by a large number of splats corresponding to points on or portions of the surfaces. Typically, rendering utilizing such splats employs triangular mesh data as an input, requiring solid volume data (e.g., voxel data) or non-triangular mesh data to be converted to triangular mesh data before splat generation. While providing some improvement over the marching cubes algorithm and other previous rendering techniques, the conversion of the mesh data into a splat hierarchy also requires substantial computing resources.